How To ...   Load Custom Logos

INTRODUCTION

EnSight can display bit mapped graphics loaded from disk files. A bitmap can be any image, however, the most common use is to include a logo or other signature graphic to identify the source of images or animations. Bitmaps are drawn over all geometric objects in the Graphics Window (at least where the bitmap is opaque), but under all other annotation entities.

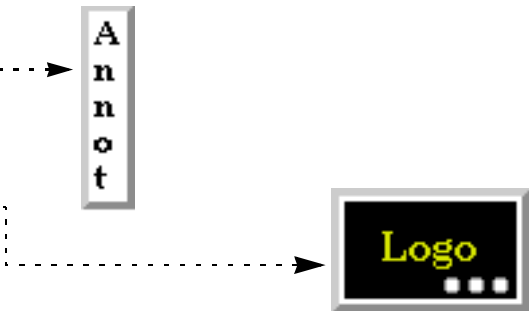Bitmaps are stored in X Pixmap format. See the **Other Notes** section for more information.

BASIC OPERATION

To load an XPM format bitmap:

1. **Select Annot in the Mode Selection Area**

2. **Click the Logo Import icon from the Mode Icon Bar to open the File Selection dialog.**

3. **Select the desired XPM file and click Okay.**

Logo Visibility

Visibility of individual logos can be controlled. In Annot Mode, select the desired logo in the Graphics Window (note that the color of the border will change to the selection color). Clicking the Visibility Toggle (shown at right) in the Mode Icon Bar will toggle visibility and determine whether that logo is visible when viewing the Graphics Window in other Modes (View, VPort, Part, Plot, Frame). When in Annot Mode, the logo will not be completely invisible but will be displayed in a subdued color.

Location in Graphics Window

The location of a logo may be specified two ways. First, position may be specified interactively by selecting the desired logo in the Graphics Window (while in Annot Mode) and dragging it to the desired location.

Second, precise coordinates for placement may be specified. In Annot Mode, select the desired logo in the Graphics Window (note that the color of the border will change to the selection color). Click Object Location Attributes (shown at right) in the Mode Icon Bar to open the Annotation Item Location dialog.

Enter coordinates in the X and Y fields and then press return to specify location of the selected logo.
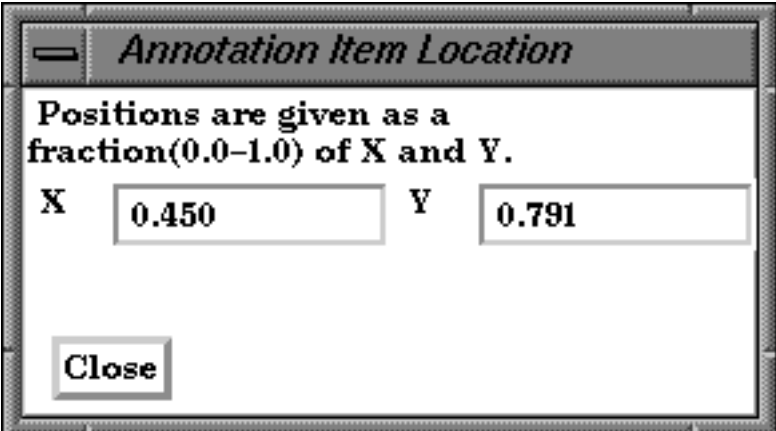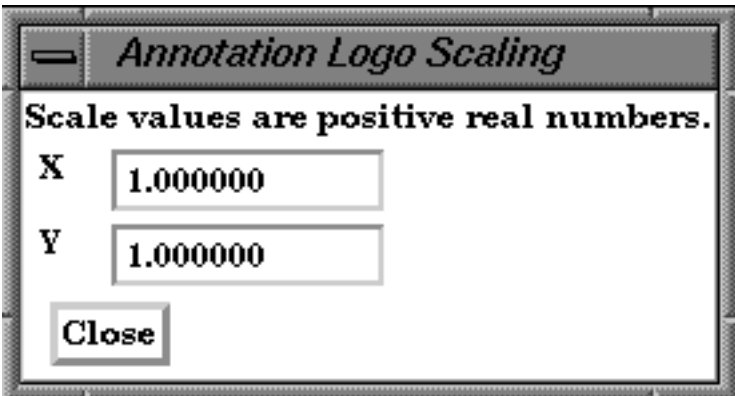
Logo Size

The size of a logo cannot be adjusted interactively but it can be specified precisely. In Annot Mode, click Logo Size Attributes (shown at right) in the Mode Icon Bar to open the Annotation Logo Scaling dialog.

Typing the desired scaling factors into the X & Y fields and then pressing return resizes the selected logo.

OTHER NOTES

The X Pixmap format is a widely used format for storing pixel maps for use in X Windows environments. For more information on the format, visit `http://zenon.inria.fr/koala/lehors/xpm.html`.

Please note that EnSight requires that the color values in the .xpm files be hex numbers. Color names cannot be used. The program "xv" seems to convert them such that Ensight can read them if your application uses color names.

SEE ALSO

User Manual: **Annot Mode**